



# The HOBBIT

A RUSTY-OLD ADVENTURE



For PC/PG  
Readers/Children  
(Age not yet as completed)

## Inside Information for a Thief in the Night

### IBM PC and PCjr

1. Insert the Hobbit program disk into Drive A.

2. Turn on your computer (and sound on, if necessary). The disk is self-loading.

3. Follow the directions that appear on the screen. Press the space bar when the left cursor appears.

For the IBM PCjr, when the title screen appears, wait 15 seconds. The program will load as above.

The IBM version of The Hobbit uses both sides of the disk, which are automatically swapped by the computer. The program does not use IBM DOS and therefore may not work on IBM-compatible computers.

Games or programs can be saved on another disk, formatted as follows: 1st. When you type in the SAVE command, the program will prompt you to choose DISK POSITION 1-99 and insert the disk. You must indicate first at what position you have saved your game.

Due to memory limitations, the FIGHT command does not function in the IBM version of The Hobbit.

NOT TO BEAT: No one needs to say that a program of this size and size playing is completely bug free. We are therefore, continuously working to improve The Hobbit Software Adventure and would appreciate your comments and suggestions. Please feel free to write us at:

Address: Wadley Publishing Co., Inc.  
Dept. Hobbit  
1000 Way  
Bedford, MA 01730

IBM PC® and PCjr® are registered trademarks of the International Business Machines Corporation.

## The English Vocabulary

### Directions

NORTH (N)	NORTHEAST (NE)
SOUTH (S)	NORTHWEST (NW)
EAST (E)	SOUTHEAST (SE)
WEST (W)	SOUTHWEST (SW)
UP (U)	DOWN (D)

### Action Verbs

FEAR	KILL	LOVE
CLIMB	BELLOW	BRING
CLOSE	GIVE	SWIM
CROW	GO	TALK
DIG	SELL	THROW
DRINK	LOVE	TELL
DRIFT	POSS	TURN
EAT	PUT	UNLOCK
EMPTY	OPEN	UNITE
ENTER	NEW	WEAR

### Adverbs

CAREFULLY	QUICKLY
HAPPY	WISDOM

### Special Commands

CLIMB	LOOK (L)	ROOM
HELP	PAUSE	WAIT
IDENTIFY (I)	QUIT	
LOAD	TYPE	

### Prepositions

ACROSS	FROM	TO
ALL	ON	UP
FROM	OUT	WITH
IN	THROUGH	

(I (in volume) appears the last time used)

Melbourne  
House

# THE HOBBIT

MSX

© Beam Software 1985



Type LOAD CAS HOBBIT IN  
then press ENTER

Side 1 is a copy of Side 2

Malibu House

Home

# THE HOBBIT

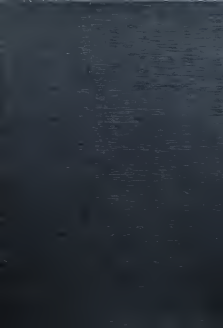
MSX

© Brian Collier 1984



Type LOAD CAS HOBBIT.M  
then press ENTER

Side 2 is a copy of Side 1



# WILDERLAND

The Hobbit Solitaire Adventure



# The HOBBIT

USER'S GUIDE



Once you begin,  
you may never want it to end.

There's no other alternative

## Computer Adventure

Simply plug the built-in computer card — available in a small 800 floppy computer case and personally custom-tailored to *Star Trek: The Motion Picture* — into your IBM PC or compatible and you're off on the greatest computerized voyage ever. Simply follow the instructions and you'll be on the way to the next adventure. You can find your way through space following the course of the Enterprise with computerized graphics, sound, music, graphics, and interactive features that actually let you play *Trek* as if you were there.



IBM

COMPUTER



Available in paperback or hardcover. **Look for the Hobbit logo on the cover of the book.**

Please see your dealer copy of:

J. R. R. TOLKIEN'S CLIPPING NOVEL

## The HOBBIT

The story you are about to read has never been told before. With *The Hobbit, J. R. R. Tolkien* created an epic tale that has become the most beloved, magical, and moving of all stories, and he has inspired the imaginations of countless generations. *The Hobbit* is now



**TOLKIEN**

**THE HOBBIT**



# The HOBBIT

A Tolkien Masterwork

ISBN 0-7112-1498-9

128 pp.

THE HOBBIT: OR THEREABOUTS AND UNDER THE HILLS. BY J. R. R. TOLKIEN. WITH ILLUSTRATIONS BY E. A. BULLOCK. HARVARD UNIVERSITY PRESS, 1937. Pp. 128. \$1.50.



HOBBITON: THE HOBBIT HOME, 100% TOLKIEN

100% TOLKIEN

J.R.R.  
TOLKIEN

THE ENCHANTING PRELUDE TO  
The Lord of the Rings

THE  
HOBBIT



THE MOST BELOVED AND READ OF ALL  
FANTASY NOVELS—OVER 7 MILLION COPIES SOLD

# THE RELUCTANT HOBBIT

Bilbo Baggins was a hobbit who wanted to be left alone in quiet comfort. But the wizard Gandalf came along with a bunch of young lion-hearted heroes. Bilbo was drawn into their game, facing evil orcs, dragon-hoards, giant spiders and worse dangers (except, finally, it was Bilbo alone and unarmed—who had surprised the great dragon Smaug, the terror of an entire countryside).

This striking adventure fantasy begins the tale of the hobbit, that was completed by J.R.R. Tolkien in his bestselling epic, *The Lord of the Rings*.



ISBN 0-143-00000-0

VERSION 2.0  
BASED ON ALL VERSIONS  
OF BBC MODEL B

# THE HOBBIT

BBC BBC MODEL B  
"TAPE"  
"TUM HOBBIT"



Melbourne  
House

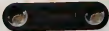


Copyright © George Allen & Unwin (Publishers) Ltd 1991  
1991, 1992, 1993, Program © Simon Software 1992  
SIDE 1 IS A COPY OF SIDE 2

Melbourne  
House

# THE HOBBIT

BBC BBC MODEL B  
"TAPE"  
"TUM HOBBIT"



Copyright © George Allen & Unwin (Publishers) Ltd  
1991, 1992, 1993, 1991  
Program © Simon Software 1992

Side 1 is a copy of Side 2

VERSION 2.0  
PLEASE OPENLY RELEASE  
OR DESTROY IT

# THE HOBBIT

33K BBC MODEL B  
"TAPE"  
"RUN HOBBIT"



Malbourne  
House



Copyright © George Allen & Unwin (Publishers) Ltd 1981  
1981-1984 1981 Program © Brian Salthouse 1981  
SIDE 2 IS A COPY OF SIDE 1

Malbourne  
House

# THE HOBBIT

33K BBC MODEL B  
"TAPE"  
"RUN HOBBIT"



Copyright © George Allen & Unwin (Publishers) Ltd  
1981-1984 1981  
Program © Brian Salthouse 1981  
Side 2 is a copy of Side 1

## BBC VERSION OF 'THE HOBBIT'

At Leisure House we very pleased to be able to bring you the BBC Model B microcomputer one of the most complex adventure games ever written — The Hobbit.

In every aspect the game and playing of The Hobbit is identical on the BBC microcomputer as on other microcomputers.

The only regret we have is that the illustrations of the locations available on some other microcomputers could not be incorporated into this version. At present, the first-only version of 'The Hobbit' occupies the entire BBC memory available on the BBC Model B.

In order to include illustrations we would have required additional memory of about 12K — something which clearly is not available.

We feel sure that you will enjoy 'The Hobbit' and join the many people who have rated it as the best adventure program for any microcomputer.



Alfred Milgram  
Publisher  
Leisure House















# 1974 HARVEST

EXTRAORDINARY QUALITY  
100% COTTON



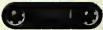
Harvest is the only pickup with 100% cotton

Melbourne  
House



# THE HOBBIT

SPECTRUM 48K  
LOAD "HOBOT"



178

Copyright © 1985 by Melbourne House, Inc.  
All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or by any information storage and retrieval system, without permission in writing from Melbourne House, Inc.

Side 2 is a copy of side 1